PREMIER
WORLD—WIDE
ARCADE GAME
DESIGNER

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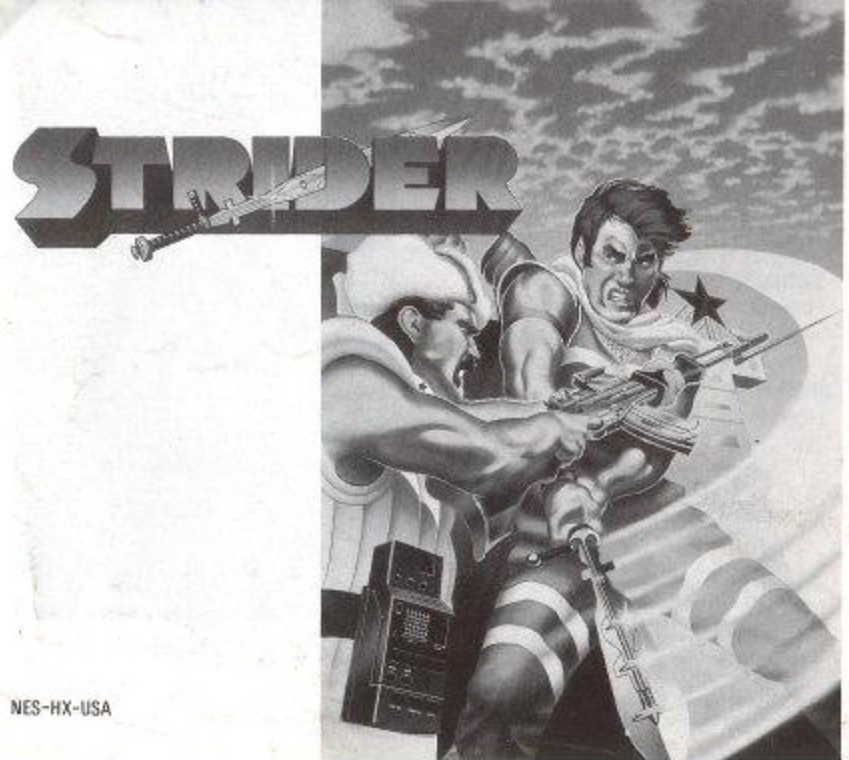

NES-HX-USA

A Special Message From

Thank you for selecting exciting and fun-filled **STRIDER™**. . . One of our exclusive family of computer/home video games from CAPCOM's **Captain Commando ™ "Challenge Series."**

STRIDER™, created by CAPCOM™ . . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

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Captain Commando

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CARING FOR YOUR CARTRIDGE

1. **Please store this cartridge in a dry place at room temperature. Avoid subjecting the cartridge to extreme temperatures.**
2. **Store the cartridge in the protective case and avoid touching the terminal connectors.**
3. **Never attempt to disassemble your cartridge.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the cartridge.**

THE STORY OF STRIDER "HIRYU"

"Strider" is the strongest secret maneuvers group in the world. It specializes in smuggling, kidnapping, demolitions, disruption, etc. One strider of C-grade is equivalent to one well-trained team of the special corps.

Hiryu was the youngest strider of Super-A grade. After eliminating the sister of a mad A-grade Strider, he decided to retire and was spending his life peacefully in Mongolia.

One day the Vice-Director of Strider, Matic, showed up. Apparently, Hiryu's friend Kain had been caught by the enemy. Matic ordered Hiryu to destroy his friend Kain and threatened to start slaughtering the Mongolians if Hiryu refused.

Hiryu dad no choice but to return. After rescuing Kain, he discovered the fearful plan conceived by the Striders and an organization called "Enterprise", an evil project called "ZAIN".

Hiryu decided to destroy the ZAIN mind-control weapon along with Enterprise and the Striders. The fate of the world hangs in the balance.

GETTING STARTED

1. Insert the **STRIDER** cartridge and turn on your Nintendo machine.
2. The **STRIDER** title screen should be on the screen. Use **Select** to choose **Game Start** or **PASSWORD** mode. Press **Start** to begin the game. The **PASSWORD** option will be discussed later in the **Passwords** section of the manual.
3. Before the game starts you will receive a message from Matic, the Vice-Director of the Striders. After reading each screen, hit the **A** button to go to the next screen. After the whole message is shown, you will go to the **Blue Dragon** console.

Quick-Start: If you don't want to read the whole message at the beginning of the game, select **PASSWORD** instead of **GAME START** and hit the **A** button 12 times. Now you will go directly to the **Blue Dragon** Console.

THE BLUE DRAGON CONSOLE

The **Blue Dragon** console is the headquarters for Hiryu. From here you may transfer to different places in the world, analyze message disks, and check passwords. Use the control pad to set the cursor to **TRANSFER, ANALYZE, or PASSWORD.** Press the **A** button to select the option.

After selecting **TRANSFER** and you may use the control pad to select the location you would like to go to and press the **A** button to transfer. The number of places available to you will increase as you collect information by analyzing message disks.

To analyze a disk, you must first find it. When you find a disk, you must return to the **Blue Dragon** console and select **ANALYZE.** If you have more than one disk, use the control pad to select the disk you wish to analyze, then press the **A** button. Press the **A** button as each page is displayed. Often you will get information about places you need to go to complete your mission.

Select **PASSWORD** to check on the current password. For more information, see the **Passwords** section of the manual.

CONTROLLING STRIDER "HIRYU"

The controls for Strider are simple but become a little more complex as Hiryu acquires more abilities.

The **A** button makes Hiryu jump.
The **B** button makes Hiryu hit.
The **START** button will pause the game.

Pushing **RIGHT** or **LEFT** on the controller moves Hiryu right or left.
This works even when he is jumping or falling.
Remember this! It is an important feature.

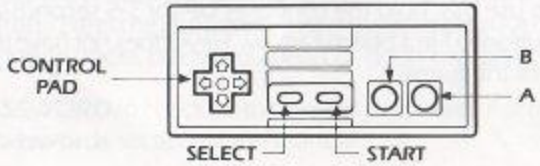
When **UP** is pushed, Hiryu will put his Cipher in the air. This may be used for stabbing enemies that are overhead. Later on Hiryu will acquire the **Plasma Arrow** ability. To use this, hold the controller **UP** for 3-5 seconds and then press the hit **(B)** button to fire a plasma arrow. Hiryu does not have this ability at the beginning of the game.

CONTROLLING STRIDER "HIRYU"

Pressing **DOWN** will cause Hiryu to crouch. This is useful for avoiding flying enemies or enemy bullets. Later on Hiryu will learn how to slide. To do this, hold **DOWN** along with either **LEFT** or **RIGHT** and press the Jump **(A)** button. This is useful for sliding under enemies as they jump. Hiryu does not have this ability at the beginning of the game.

The **SELECT** button is used for seeing the **Status Screen** and selecting tricks. Initially, Hiryu has no tricks, but as he acquires them, he can select a trick with the control pad. Press the **A** button to select the trick. Press the **SELECT** button to ignore the changes.

You can return to the **Blue Dragon** console by jumping in the left edge of the beginning screen of each stage.



KEYS

Some doors require a certain key to open them. When you have the key with the same number as the number on the door, you can go through. Some doors open automatically after you eliminate all of the enemies on the screen.

The keys you have are displayed in the lower right hand corner of the **Status Screen.**

MESSAGE DISKS

You can obtain the Message Disks by killing certain enemies. Some Disks are hidden somewhere or are obtained by talking. Analyze them at the **Blue Dragon** console.

Badger Dragon Friend Kodiak Flash Blade

TRIANGLE JUMP

It is possible to jump very high by bouncing off walls. Jump toward a wall and when you hit it, jump again in the opposite direction. It is even possible to do a series of these and climb up chimneys.

ACCELERATION JUMP

When Hiryu runs down a slope, he speeds up. You can take advantage of the speed to jump farther.

Strider

POWER TRICKS

Press the **SELECT** button to bring up the **Status Screen.** Use the control pad to move up and down the list of tricks. Press the **A** button to select a trick.

The Medical tricks add to your Health Points and then set your weapon to the Cipher. You weapon also remains the Cipher when using the jump trick.

The tricks are:

***Fire:**	(5)	You can shoot fire bullet
Medical:	(10)	Recover 20 health points
***Spark:**	(5)	Roll electric ball
Jump:	(10)	Improve jump for a short amount of time
Warp:	(30)	Return to **Blue Dragon** base
***Ground:**	(30)	Attack all enemies on the screen.
Medical 2:	(25)	Recover 50 health points
***Spark Ball:**	(15)	Throw electric ball
Medical 3:	(50)	Recover 150 health points

The tricks marked with a * are used by pressing the hit **B** button. The number in ( ) is the number of energy points consumed by each use of the trick, i.e. **Warp** uses 30 points.

BOOTS

There are three different types of boots.

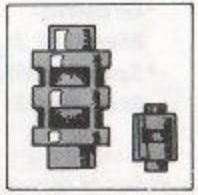
Magnet boots (red):
You can climb where the ground is flashing.

Aqua boots (blue):
You can walk on water.

Attack Boots (yellow):
You can kick and kill the enemy by sliding.

Attack Boots

Energy Capsules



Attack Energy

ENERGY

In the upper left hand corner of the game screen are two energy counters. The first shows how many more points of damage Hiryu is capable of absorbing. When the number reaches zero points, Hiryu is defeated.

There are a number of objects that Hiryu can find that will increase his energy. There is an energy pellet and an energy ball. These add a little energy and a lot of energy respectively.

The second meter tells how much attack energy remains for doing tricks. If there is not enough energy, the trick may not be performed. Attack energy may be increased with weapon energy pellets and balls.

PASSWORDS

Even though Hiryu is defeated, his accomplishments are remembered. When you start another game, you automatically continue with the items you acquired. If you select **PASSWORD,** the current password will be shown. You may right this down and use it to return to the same point later (perhaps the next day.) Use the **A** and **B** buttons to move the cursor right and left and use the control pad to change the letters.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the computer with respect to the receiver
— Move the computer away from the receiver
— Plug the computer into a different outlet so that computer and receiver are on different
—circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

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CAPCOM U.S.A., Inc ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc
Consumer Service Department
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Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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